CLAIMS

- 1. A toy article which is, among other things, suitable as a collector's item and/or for use in games, which toy article comprises a handle, characterized by a coupling piece for effecting a connection with a second toy article, which coupling piece is attached to said handle via a connecting element, which gives way when a predetermined force or torque is exerted thereon.
- 2. A toy article according to claim 1, wherein the connecting element breaks loose at a predetermined force or torque.

10

20

- 3. A toy article according to claim 1 or 2, wherein the part of the coupling piece that is intended to be coupled to a second toy article is shaped to be able to be coupled to a substantially identical coupling piece.
- 4. A toy article according to any one of the preceding claims, wherein the part of the coupling piece that is intended to be coupled to a second toy article comprises a projection and a cavity that is complementary to said projection.
 - 5. A toy article according to claim 4, wherein said projection is wedge-shaped.
 - 6. A toy article according to any one of the preceding claims, wherein said connecting element consists of a shear pin or comprises a shear pin.
- 7. A toy article according to any one of the preceding claims, wherein the coupling piece is connected to the connecting element by means of a once-only snap connection.
- 8. A toy article according to any one of the preceding claims, wherein the coupling piece or the handle comprises a cylindrical portion, by means of which it is fixed in a cylindrical cavity in the handle or in the coupling piece, respectively.

- 9. A toy article according to claim 8, wherein the connecting element is fixed to the wall or to the bottom of the cylindrical cavity.
- 10. A toy article according to any one of the preceding claims, wherein there is a certain amount of play between the coupling piece and the connecting element.
- 11. A toy article according to any one of the preceding claims, wherein the handle and/or the coupling piece is provided with a symbol, such as a letter or a pictogram.
- 12. A toy article according to claim 11, wherein the symbol is invisible as long as the connecting element is still intact.
- 13. A collection of a number of toy articles according to any one of the preceding claims.

10